The Alchemist

HOMEBREW

The law is absolute.

For what could equal the value of a human soul?

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Alchemist

An armored figure stands in a ruined hall surrounded by shattered columns as he finishes a grand circle of chalk. With the press of his hands, the rubble reassembles itself into a towering wall of stone. A tiefling claps her hands, the ground shuddering as a stairway of earth rises beneath her feet. An elf kneels beside a wounded companion, sketching an intricate circle across the soil. Light bursts forward, sealing the ally's wounds in seconds.

All are practitioners of the ancient science known as alchemy, the study of transformation through the universal law of equivalent exchange: to gain, something of equal value must be given. Alchemists manipulate the very essence of matter, breaking it down to its core components and recombining it into new forms.

Creating an Alchemist

As you create your alchemist, consider what first drew your character to the mysteries of transmutation. Was it the pursuit of power, wealth, or forbidden knowledge? Perhaps you were trained by a master alchemist in a hidden academy, or stumbled upon forbidden texts buried deep within a forgotten archive.

Whatever your origin, you perceive the world as a living equation—one that can be rewritten through comprehension, deconstruction, and reconstruction.

Quick Build

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score. Your next-highest score should be Strength or Dexterity. Second choose the Simic Scientist Background. You do not gain access to the background's spell list.

Alchemy

The three part metaphysical science of manipulating and reshaping matter through the natural flow of the earth's chi, also known as Transmutation.

Comprehension: *One must perceive and understands the fundamental nature of the material to be transmuted, discerning its atomic and molecular composition as well as the balance of its potential and kinetic energies.*

Deconstruction: *Material is broken down to its base components, its structure dissolved through controlled energy to render it pliable and ready for reconstruction.*

Reconstruction: *Energy is redirected to reform and stabilize the matter, shaping it into anew while maintaining the natural equilibrium of the flow.*

Alchemy Points

Your understanding of the world's flow allows you to draw upon its latent energy to alter matter, measured in alchemy points. You can never have more alchemy points than shown on the table for your level and you regain all alchemy points when you finish a long rest.

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The Alchemist

Level	Proficiency Bonus	Features	Alchemy Points	Formulas Known
1st	+2	Transmutation, Transmutation Formulas	1 x INT Modifier (minimum of 2)	2
2nd	+2	Circle Inscription	1 x INT Modifier	2
3rd	+2	Alchemical Discipline	2 x INT Modifier	3
4th	+2	Ability Score Improvement	2 x INT Modifier	3
5th	+3	Intuitive Transmutation	3 x INT Modifier	4
6th	+3	Alchemical Discipline Feature	3 x INT Modifier	4
7th	+3	—	4 x INT Modifier	4
8th	+3	Ability Score Improvement	4 x INT Modifier	4
9th	+4	—	5 x INT Modifier	5
10th	+4	Alchemical Discipline Feature	5 x INT Modifier	5
11th	+4	Efficient Transmutation	6 x INT Modifier	5
12th	+4	Ability Score Improvement	6 x INT Modifier	5
13th	+5	—	7 x INT Modifier	6
14th	+5	Alchemical Discipline Feature	7 x INT Modifier	6
15th	+5	—	8 x INT Modifier	6
16th	+5	Ability Score Improvement	8 x INT Modifier	6
17th	+6	Expeditious Transmutation	9 x INT Modifier	7
18th	+6	—	9 x INT Modifier	7
19th	+6	Ability Score Improvement	10 x INT Modifier	7
20th	+6	The Philosopher's Stone	10 x INT Modifier	8

Class Features

As an Alchemist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per alchemist level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 6) + your Constitution modifier per alchemist level after 1st

Proficiencies

Armor: Light armor
Weapons: One simple or martial weapon of your choice
Tools: Alchemist's Supplies, one Artisan's tool of your choice

Saving Throws: Constitution, Intelligence
Skills: Choose two from Acrobatics, Athletics, History, Insight, Investigation, Medicine

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) any martial weapon
- Alchemist's supplies and an explorer's pack with chalk.

Transmutation

Starting at 1st level, you can deconstruct and reconstruct matter using transmutation circles.

Drawing a transmutation circle requires one action. Once prepared, a circle may be touched to activate its effects unless otherwise specified and takes an activation time specified by the formula used. Your transmutation circle is size small by default and can only affect mass that falls within its boundaries unless otherwise stated.

Transmutation save DC = 8 + your proficiency bonus + your Intelligence modifier

Transmutation attack modifier = your proficiency bonus + your Intelligence modifier

Transmutation Formulas

At 1st level, you know two transmutation formulas, gaining more as shown in the Alchemist table. A formula functions similarly to a spell, with an activation time, range, and cost. Examples are provided for some as guidelines.

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Create

Prerequisite: Transmutation
Activation Time: 1 action
Cost: 1 alchemy point

You transmute base matter into a new form, creating an object or construct of equivalent value.

- You repair a broken or destroyed object or construct using materials of equal value to the damage repaired.
- Shape a doorway in a stone wall.
- Reshape an obelisk into a statue.

Creatures or magic items can't be created or transmuted by this formula. If you want to create an item that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, you must have proficiency with the type of artisan's tools used to craft such objects.

The alchemy point cost goes up by 1 for every size above small up to a maximum of huge.

Deconstruct

Prerequisite: 5th level
Activation Time: 1 bonus action
Cost: X alchemy points

You may halt transmutation at its deconstruction phase. Make a melee transmutation attack against one creature or object within 5 feet of you. On a hit, the target takes damage equal to 5 times the number of alchemy points spent to activate the circle. If this damage exceeds the target's remaining hit points, it is disintegrated.

Human Transmutation

Prerequisite: 5th level
Activation Time: 10 minutes
Cost: 15 alchemy points

You create a size medium or small soulless humanoid body by supplying the required alchemical base materials. The body is anatomically complete but entirely lifeless, lacking a soul, consciousness, or animating force. It cannot act, think, or move on its own, and contains no memories or identity of any kind. Once created, a vessel remains stable indefinitely unless destroyed.

Alchemic Launch

Prerequisite: 5th level
Activation Time: 1 action
Cost: 1 alchemy point (2 for 40 feet, 3 for 50 feet, 4 for 60 feet)

You launch yourself or a creature within your transmutation circle 30 feet into the air (Dexterity DC 15 to land safely). Add +1d6 damage and +1 to the Save DC for every 10 additional feet launched.

Alchemic Terrain

Prerequisite: 5th level
Activation Time: 1 action
Cost: 1 alchemy point (2 for Medium, 3 for Large or Huge)

You can expend 4 alchemy points to alter the terrain in a 25 ft. x 25 ft. area. You can make it into difficult terrain of your choosing or you can turn difficult terrain into regular terrain. You may expend one extra alchemy point per additional 5 ft. to expand the area of effect.

Create Isomer

Prerequisite: Transmutation
Activation Time: 1 action
Cost: 1 alchemy point (2 for Medium, 3 for Large or Huge)

You rearrange molecular structures to alter properties:

- **Diamond Edge:** The object gains a +1 bonus to attack and damage rolls for one minute.
- **Harden Shell:** Gain +1 AC
- **Weaken Shell:** The target must succeed on a Dexterity saving throw or have its AC reduced by 2.

The effects don't stack. In order to apply a different effect, you must first remove the effect previously applied.

Change State of Matter

Prerequisite: Transmutation
Activation Time: 1 action
Cost: 1 alchemy point (2 for Medium, 3 for Large or Huge)

You may expend an alchemy point to alter the state of a substance.

- Freeze water into ice.
- Turn vapor into water.
- turn ice into vapor.

The alchemy point cost goes up by 1 for every size above small up to a maximum of huge.

Bind Soul

Prerequisite: 9th level
Activation Time: 1 minute
Cost: 10 alchemy points

You use your blood to draw a seal that binds the soul of a creature that has died within 5 minutes to a Medium or smaller inanimate object. The creature retains its mental ability scores. If the seal is destroyed, the soul departs permanently.

Medicinal Alchemy

Prerequisite: Transmutation
Activation Time: 1 action
Cost: 3 alchemy point (2 for Medium, 3 for Large or Huge)

You use alchemy to accelerate the natural process of healing. The target can choose to expend a number of hit dice up to your Intelligence modifier to regain health as they would on a short rest.

Create Philosopher's Stone

Prerequisite: 20th level
Activation Time: 10 minutes

The Philosopher's Stone is told to allow those who possess it to ignore the law of equivalent exchange, opening the door for legendary feats of alchemy. However, the Philosophers Stone holds a dark secret. In order to create this legendary item, multiple humanoid sacrifices are required.

Expend 40 alchemy points to create the stone. It stores alchemy points equal to ten times the number of sacrifices. As long as it exists, you may ignore equivalent exchange at the DM's discretion.

The suggested metric is to expend an additional alchemy point to increase the scale of any formula from large or huge to gargantuan. Anything beyond is decided on by the DM.

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Alter Element

Prerequisite: 12th level
Activation Time: 1 action
Cost: 5 alchemy point (10 for Medium, 20 for Large or Huge)

You alter the atomic structure of a material, transforming it into another element.

Element	Cost per pound	Pounds per cubic foot	AC
Adamantine	5,000 gp	1,200	23
Cold Iron	4 sp	500	20
Copper	5 sp	500	16
Electrum	25 gp	950	20
Gold	50 gp	1,200	15
Iron	1 sp	500	19
Lead	2 sp	700	14
Mithral	2,500 gp	150	21
Platinum	500 gp	1350	20
Silver	5 gp	650	17

Circle Inscription

Starting at 2nd level, your study of transmutation allows you to inscribe simplified arrays onto specialized gloves, enabling you to perform alchemy without drawing a particular circle.

Over the course of 2 hours and by expending 50 gp in inks, rare minerals, and experimental materials, you can inscribe one transmutation formula you know onto a glove. This glove functions as a pre-drawn transmutation circle that can be activated as part of using that formula. The cost reflects the reagents wasted during refinement and the delicate inks required to stabilize the design.

You can wear up to two inscribed gloves at a time, swapping between gloves with an action. A glove becomes inert if any part of the circle is damaged.

If a transmutation formula offers multiple effects, you must choose one specific effect to inscribe into the glove. Only that version of the formula can be activated through the inscription.

Spell-Inscribed Circles. When you choose an Alchemical Discipline that grants access to a spell list, you may inscribe circles that mimic the function of spells you access through that discipline. Activating such a glove follows the same rules as activating a transmutation formula, including alchemy point costs.

Alchemical Disciplines

At 3rd level, your study of transmutation takes on a specialized form. You choose an Alchemical Discipline, each representing a distinct philosophy and method of alchemy. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

Some disciplines grant access to a limited table of spells. You can reproduce the effect of a spell at its lowest level by spending the number of alchemy points specified. Any material components that have a gold cost must still be provided to satisfy the law of equivalent exchange.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Intuitive Transmutation

At 5th level, your understanding of transmutation circles deepens, allowing you to influence the space within and around them. You can now activate transmutation formulas on any object or creature within a circle you've drawn, not just those placed on top of it.

Efficient Transmutation

When you have reached 11th level, you find yourself more capable of refining the efficiency of your energy flow, allowing you to reduce the time required for transmutation.

When you spend 1.5 times the alchemy point cost of a formula (rounded down), the activation time is reduced:

- A formula that normally takes an action now takes a bonus action.
- A formula that takes a bonus action now counts as your object interaction.
- Any transmutation with a duration measured in minutes or longer has its activation time halved (for example, 1 minute becomes 30 seconds).

Expeditious Transmutation

At 17th level, you have practiced drawing and recalling transmutation circles so extensively that you can produce them in an instant. You can now draw a transmutation circle as a bonus action instead of an action.

Philosopher's Stone

Beginning at 20th level, the secrets of alchemy have been all but fully revealed to you. You now have the ability to learn the Philosopher's Stone alchemical formula.

Alchemist Level	Spell	Points
3rd	Shield, Mage Armor	2
6th	Heat Metal, Hold Person	3
10th	Elemental Weapon, Freedom of Movement	5
14th	Hold Monster, Steel Wind Strike	6

Discipline of Combat

"There's no such thing as a painless lesson, they just don't exist. Sacrifices are necessary. You can't gain anything without giving something in return."
- Edward Elric

Alchemical Surge

Starting at 3rd level, you have a limited well of stamina that you can draw upon to bolster your transmutations. On your turn, you can use a bonus action to regain alchemy points equal to 1d8 + your alchemist level.

Once you use this feature, you must finish a long rest before you can use it again.

Transmute Weapons

Starting at 3rd level, you learn how to make weapons using your alchemy:

- You gain proficiency with martial weapons and you may choose a fighting style from the Fighter class.
- You are now able to transmute your own weapons using one action and 3 alchemy points. Every weapon made using this feature is treated as a +1 weapon that deals alchemical damage.
- As a bonus action, you can transmute any weapon you touch into another of your choice that you are proficient with, changing its material and damage type between piercing, slashing, and bludgeoning.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class

You may choose to activate a transmutation circle in place of one of your attacks.

Alchemical Enhancement

Beginning at 10th level, you learn to channel your full concentration through your weapons. When you transmute a weapon by spending 3 alchemy points, you can instead spend 5 to increase its potency to a +2 weapon. At 14th level, this becomes a +3 weapon.

The enhancement lasts as long as you maintain concentration (as if concentrating on a spell).

Siege Battery

As an action, you can expend 10 alchemy points to create a line of cannons within 10 feet of you that occupy a 5-foot-by-15-foot space that immediately fires a barrage in a 15-foot-wide, 60-foot-long line extending from their position.

Each creature in the area of the barrage must make a Dexterity saving throw against your transmutation save DC, taking 8d10 bludgeoning damage on a failed save, or half as much on a successful one.

The cannons remain active for 1 minute. On subsequent turns, you can use your action to command the cannons to fire another volley. Each creature in the same area must repeat the saving throw, taking 4d10 bludgeoning damage on a failed save, or half as much on a success.

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Discipline of Flame

"You were STUPID enough to confess, and even MORE stupid to BOAST! Everything you've said is fuel on your funeral pyre! So then, I think I'll begin... BY BURNING OUT YOUR TONGUE!"

- Roy Mustang

Combustion

Starting at 3rd level, you can use an action to expend 3 alchemy points to create a focused explosion at a point within 30 feet. Each creature in a 10-foot radius must make a Dexterity saving throw against your Transmutation save DC, taking 4d6 fire damage on a failed save or half as much on a success.

At 7th level, the radius increases to 20 feet and the damage increases to 7d6.

Suffocation

Starting at 3rd level, as an action, you can expend 1 alchemy point to create a 15-foot-radius sphere of thin air at a point within 30 feet. The zone persists for 1 minute and moves naturally with the wind.

Creatures that breathe and start their turn in the zone must succeed on a Constitution saving throw against your Transmutation save DC or gain one level of exhaustion that lasts until the end of their next turn after leaving the area. The effect ends if you lose concentration (as if concentrating on a spell).

Pyroclastic Recoil

Starting at 6th level, when you take damage from a melee attack, you can use your reaction and expend 2 alchemy points to release a burst of pressurized fire. The attacker must make a Dexterity saving throw against your Transmutation save DC, taking 2d8 fire damage and being pushed 10 feet away on a failed save, or half as much damage on a success.

Thermal Precision

Beginning at 10th level, you learn to manipulate oxygen with surgical control. When you deal fire damage, you may spend 2 alchemy points to apply one of the following effects:

Superheated: Your flames ignore fire resistance.

Refined: You may exclude a number of creatures up to your Intelligence modifier from your fire's damage.

Inferno

Starting at 14th level, you can create a massive explosion mimicking napalm ignition. By expending 10 alchemy points, you can choose a point within 120 feet; each creature in a 40-foot-radius sphere must make a Dexterity saving throw.

On a failed save, a creature takes 8d10 fire damage and ignites, taking 4d10 fire damage at the start of its next turn. On a successful save, it takes half damage and doesn't ignite.

Alchemist Level	Spell	Points
3rd	Produce Flames, Hellish Rebuke	2
6th	Agnazzar's Scorcher	3
10th	Immolation	7

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Discipline of Alkahestry

"Rather than stemming from the movement of tectonic plates in the Earth's crust, the true source of the alchemical energy is from the movement of a multitude of souls, which in turn form All, including the Universe."

- May Chang

Flow of the Dragon's Pulse

Starting at 3rd level, you learn to perform transmutations with the flow of the world's chi:

Remote Circles. As an action, you are able to draw circular arrays and activate them remotely by projecting your energy through the earth's flow.

You may make a ranged transmutation attack against a material's AC to place a transmutation circle within 30 feet of yourself instead of needing to touch the surface directly. On a success, you may choose to activate the transmutation as a free action.

Marked Foes. When you roll initiative, you can mark a number of creatures you can see equal to your Intelligence modifier (minimum of one).

The first time you hit a marked target each round, you deal additional damage equal to your Intelligence modifier and the target has disadvantage on its next attack roll made before the end of its next turn.

Medicinal Alkahestry

Starting at 3rd level, you can attune your senses to the chi beneath the earth and within living beings:

- When you or an ally within 10 feet regains hit points through alchemy, that creature regains additional hit points equal to your Intelligence modifier (minimum of +1).
- You gain proficiency in the Medicine skill if you do not already have it.
- When making a Wisdom check, you add a bonus equal to your Intelligence modifier (minimum of +1).

Heightened Awareness

Starting at 6th level, as a bonus action, you can enter a heightened state of awareness for 1 minute, a number of times equal to your proficiency bonus per long rest. While active:

- You sense the direction and type (such as beast, undead, construct, or humanoid) of any living creature within 30 feet of you.
- You gain advantage on Wisdom (Insight) and Wisdom (Perception) checks.
- If you are reduced to 0 hit points while in this state, you instead drop to 1 hit point (once per long rest).

Resonant Flow

Starting at 10th level, it is now second nature to weave your senses into the ley lines of the earth. When you draw or activate a transmutation circle, you can now target a point you can see within 60 feet.

When using Transmutation Formulas that target creatures, you may spend 1 additional Alchemy Point to ignore half cover or three-quarters cover.

Harmonic Array

Beginning at 14th level, as an action, you can expend 10 alchemy points to create a 30-foot-radius Transmutation Circle centered on yourself. The circle lasts for 1 minute, radiating visible streams of flowing energy through the ground. While inside the circle:

Allies gain a +1 bonus to AC and regain 5 hit points at the start of each of their turns.

Enemies treat the area as difficult terrain and take 2d8 force damage when they enter the circle for the first time on a turn or start their turn there.

Alchemist Level	Spell	Points
3rd	Cure Wounds	2
6th	Lesser Restoration, Counterspell	3
10th	Revivify	5
14th	Aura of Life, Greater Restoration	6

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Discipline of Thermodynamics

"Water freezes, water boils, either way you're just as dead"!"

- Isaac McDougal

Cryokinesis

Starting at 3rd level, your alchemy alters the molecular structure of water, widening the spacing between frozen water molecules to form unnaturally larger constructs from ambient moisture.

As an action, you can expend 1 alchemy point to create a medium-sized ice construct such as spikes, walls, blades, platforms, or restraints. The construct functions as a nonmagical object with AC 12 and hit points equal to 5 times your Intelligence modifier. You may dismiss the construct as a free action, causing it to melt back into water.

The alchemy point cost goes up by 1 for every size above medium up to a maximum of huge.

Thermal Inversion

Starting at 3rd level, you master the transfer of heat within living bodies, causing rapid freezing or boiling of fluids. As an action, you may expend 3 alchemy points to make a melee transmutation attack against a creature within 5 feet. On a hit, choose one effect:

- **Flash Freeze.** The creature takes 2d10 cold damage and its speed becomes 0 until the start of your next turn.
- **Internal Boil.** The creature takes 2d10 fire damage and suffers disadvantage on its next attack roll or saving throw before the end of its next turn.

On a successful save, the creature takes half damage and suffers no additional effects. This damage increases to 4d10 at 7th level.

Hemodynamic Rush

Starting at 6th level, every time you lose more than 4 hit points at once, you regain 1 alchemy point for every 4 hit points lost.

Cryo Carapace

Beginning at 10th level, you learn how to form a crystalline shell around your body by rapidly extracting heat from the air.

As an action, expend 3 alchemy points to gain the following for 1 minute:

- Your speed is reduced to 0
- You gain three-quarters cover.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- When a creature hits you with a melee attack, it takes 1d6 cold damage.

Winter Wonderland

Starting at 14th level, you learn to alter thermodynamic equilibrium to such extremes that molecular motion collapses. As an action, you can expend 10 alchemy points to unleash devistation. Choose a point you can see within 120 feet. A 30-foot-radius sphere centered on that point becomes frozen for 1 minute or until you lose concentration.

- The ground becomes slick ice, requiring a DC 15 acrobatics check to navigate without falling prone.
- All nonmagical liquids instantly freeze.
- Fiery and heat-based effects within the area deal half damage.
- You gain resistance to fire damage while inside the zone.

You are unaffected by the effects of this feature. Creatures that start their turn in the area must make a Constitution saving throw. On a failed save, the creature takes 6d10 cold damage and has its movement speed halved until the start of their next turn. On a success, the creature takes half damage and its speed isn't halved.

Alchemist Level	Spell	Points
3rd	Ice Knife, Fog Cloud	2
6th	Hold Person, Heat Metal	3
10th	Sleet Storm	5
14th	Investiture of Ice	9

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Discipline of Stone

"This technique has been passed down the Armstrong line for generations!"

- Alex Louis Armstrong

The Earthen Prowess of Armstrong

At 3rd level, your mastery of alchemy has been designed to flow through your mighty physique. When you perform a transmutation on stone, earth, or metal, you may add your Strength modifier to the attack rolls and damage rolls.

The Shockwave of Armstrong

Starting at 3rd level, with a mighty stomp or punch, you can send tremors rippling outward. As an action, you may expend 3 Alchemy Points to strike the ground and create a shockwave in a 15-foot radius centered on you.

Each creature of your choice in that area must make a Strength saving throw against your Transmutation DC. On a failure, the creature is knocked prone and takes 3d8 bludgeoning damage. On a success, they take half as much damage and are not knocked prone.

At 7th level, the damage increases to 5d8, and the radius increases to 20 feet.

The Stonecut Physique of Armstrong

Starting from 6th level, you can use your alchemy to harden your body like granite. As a bonus action, you can expend 2 Alchemy Points to transmute your skin into a crystalline lattice for 1 minute. While this effect, you gain the following:

- Resistance to bludgeoning, piercing, and slashing damage.
- You cannot be forcibly moved against your will (unless by teleportation or magic that shifts planes).
- While not wearing any armor, your Armor Class equals 10 + your Strength modifier + your Intelligence modifier.

The Grand Arm of Strong

At 10th level, your transmutations channel the flamboyant artistry of your heritage. When you take the Attack action, you can choose to transmute through your strike instead of performing a separate transmutation. Expend up to 5 Alchemy Points to imbue your next melee attack or unarmed strike with one of the following Armstrong Techniques:

- **Explosive Entry.** On a hit, the ground beneath your target erupts with sculpted fists of stone. The target and all hostile creatures within 10 ft. take 2d8 bludgeoning damage per 2 Alchemy Points spent and must make a Strength saving throw or be knocked prone.
- **Immovable Guard.** When you hit, you can raise a stone bulwark around yourself or an ally within 10 ft., increasing the target's AC by 1 for every alchemy point expended until the start of your next turn and giving temp HP equal to your Intelligence + Constitution modifier.
- **Sculpted Retribution.** When a creature within 10 ft. hits you with a melee attack, you may use your reaction to cause a sculpted arm of earth to punch upward. The attacker must make a Dexterity save or take 4d10 force damage and be pushed 15 ft. away.

Whenever you reduce a creature to 0 HP with a strike imbued with this technique, you may strike a glorious pose as a bonus action. All allies who can see you gain temporary HP equal to your Strength modifier + half your Alchemist level rounded up, inspired by your resplendent physique.

The Mastery of Armstrong

You can channel the family's ultimate technique through your body, sculpting both earth and muscle into a single unstoppable force. As an action, you may expend 10 Alchemy Points to become a Monument of Stone for 1 minute. While in this state:

- **Colossal Strength.** Your carrying capacity is tripled and you make Strength checks and saving throws with advantage.
- **Earthen Strikes**. Your melee weapon and unarmed attacks deal an additional 2d8 bludgeoning damage, and creatures you hit must succeed on a Strength saving throw or be knocked prone.
- **Unyielding Will.** If you are reduced to 0 HP while in this form, you may make a DC 10 Constitution saving throw. On a success, you drop to 1 HP instead, as your body refuses to crumble before your ancestors. You may only benefit from this effect once per long rest.

"DO YOU DOUBT THE INTEGRITY OF A MAN WHOSE MUSCLES CAN DO THIS?!"

- Alex Louis Armstrong

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Discipline of Crimson

"What can be more beautiful than doing a job that puts your soul at risk?! That's what it means to be alive!"

- Solf J. Kimblee

Resonant Touch

Starting at 3rd level, you've perfected a combination of transmutation arrays that allow you to excite or destabilize matter.

- *As an action, expend 2 Alchemy Points while touching on a creature or object within 5 feet. The target makes a Constitution saving throw against your Transmutation DC. On a failure, it takes 4d8 force damage, or half as much on success.*
    - *Inorganic matter takes double damage.*
    - *All creatures within 5 feet of the target take 2d8 force damage from the shockwave.*
    - *You are immune to the detonation.*

This distance increases to 30 ft. at 7th level and 60 ft. at 12th level.

Perfect Symmetry

Starting at 3rd level, when a creature or object is reduced to 0 HP by your Resonant Touch, you can immediately make another Resonant Touch as a reaction without expending Alchemy Points.

You can use this reactionary chain a number of times equal to your Intelligence modifier per long rest.

Resonant Field

Starting at 6th level, you can use your bonus action to prime your hands for adjusting molecular stability.

- *Expend 1 Alchemy Point concentrate to apply any one of these effects (to a maximum of 2) for 1 minute:*
    - *Your alchemical damage ignores resistance.*
    - *Each time you cause a detonation, you can choose to knock creatures 5 ft toward or away from you.*
    - *Your Resonant Touch now deals +1d8 damage.*

Crimson Lance

Beginning at 10th level, as an action, you can channel your alchemy into a cascade of explosions in a 60 ft by 5 ft. line originating from you. Creature and unsecured object in the area must make a Strength saving throw.

On a failed save, they take 8d8 force damage and are hurled 10 feet away, landing prone. On a successful save, the target takes half as much damage and isn't pushed.

The Crimson Lotus

Starting at 14th level, as an action, you may expend 10 Alchemy Points to ignite the very air around you in a perfect sphere of reaction with a 15-foot radius centered on yourself.

- *All creatures and objects in the area make a Constitution saving throw.*
- *On a failure, they take 4d12 force damage, are knocked prone, and stunned until the end of their next turn.*
- *On a success, they take half damage and are not stunned.*

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Discipline of Sewing Life

"I did it, boys. I finally did it. A chimera that understands human speech."

- Shou Tucker

Study of the Living

Starting at 3rd level, your fascination with anatomy and behavior allows you to deconstruct the patterns of life itself. By spending 8 hours observing or examining a living or recently-dead creature, you can internalize its structure and gain access to its stat block.

- *You can only maintain detailed understanding of a number of creatures equal to your proficiency bonus*
- *If you study another creature beyond this limit, you forget the oldest one*
- *You gain advantage on Intelligence (Nature) and Wisdom (Survival) checks made to analyze, track, or harvest these creatures*

Over the course of 2 hours and by expending 50 gp in inks and materials, you can note down stat block in your research notes to free up space in your memory.

A Cursed Existence

Starting at 3rd level, you have learned to thread one life into another, producing crude but living chimeras from the understanding of two living beasts.

During a long rest, you may expend 5 Alchemy Points and use alchemical materials worth 100 x CR gp to fuse together two Beasts you understand with a challenge rating as high as 2. The process yields a Chimera that lasts until reduced to 0 HP. Upon creation, the creature makes a Wisdom saving throw against your Transmutation Save DC.

On a failure, the beast is charmed by you until you or your companions do anything harmful to it. The charmed creature is friendly to you. If charmed, the Chimera is friendly to you and your allies, obeying your verbal commands. With no commands, it defends itself but takes no other actions. Like any creature, the beast can expend Hit Dice on a short rest.

To build its stat block:

- *Choose one beast as the Body and one as the Mind*
- *The Chimera uses the Body's Strength, Dexterity, and Constitution*
- *It uses the Mind's Intelligence, Wisdom, and Charisma*
- *It inherits the proficiencies (skills, saves, senses, languages) of both creatures*
- *You may choose one special feature or trait (e.g., Pack Tactics, Keen Smell) from each beast*
- *Its armor class, hit points, and speed are determined by the Body's size and base values*

Advanced Synthesis

Starting at 6th level, your experiments have grown increasingly efficient. You are now able to combine the essence of two beasts you understand with a challenge rating as high as 3. When creating a chimera from this level onward, its attacks are considered magical attacks for the purpose of overcoming resistances and immunities.

Seamless Design

At 10th level, your understanding of biological integration has reached new heights. During a long rest, you may expend 5 Alchemy Points and use alchemical materials worth 100 x CR gp to fuse three creatures that you understand with a challenge rating as high as 4.

- *Choose two ability scores from each beast to make up the stat block*
- *It inherits the proficiencies (skills, saves, senses, languages) of both creatures*
- *You may choose one special feature or trait (e.g., Pack Tactics, Keen Smell, Spider Climb) from each beast*
- *Its AC, HP, and attacks are recalculated using the size and base values of the stat block chosen for Constitution*

The Masterpiece of Flesh

At 14th level, you have crossed the final threshold of life alchemy — blending human and beast into one great whole. By spending 12 hours and 10 Alchemy Points, you may create a Chimera using one humanoid and one beast, regardless of whether or not you understand it, with a challenge rating as high as 5:

- *The humanoid's mental ability scores (Intelligence, Wisdom, Charisma), personality, and alignment*
- *The beast's physical scores (Strength, Dexterity, Constitution) and size*
- *All proficiencies, senses, and languages of the creatures used*

A human chimera makes its Wisdom saving throw against your Transmutation Save DC with advantage. On a success, the beast is hostile to you and your companions. When reduced to 0 hit points, the target makes another Wisdom saving throw. Upon another success, the creature dies permanently and cannot be resuscitated by any means short of a wish spell. On a failure, the beast is charmed by you until you or your companions cause it harm. The charmed creature is friendly to you. If charmed, the Chimera is friendly to you and your allies, obeying your verbal commands.

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Creature:

Challenge Rating

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Points:

Armour Class

Speed:

Skills & Saves:

Senses:

Features:

Actions:

Optional

Chimera:

Challenge Rating

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Hit Points:

Armour Class

Speed:

Skills & Saves:

Senses:

Features:

Actions:

Illustration:

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Human Transmutation

The Gate

You have committed the ultimate taboo, crossing the greatest boundary of alchemy — the creation or restoration of human life. In seeking to undo death itself, the alchemist deconstructs not only flesh but spirit, offering part of their own being to balance the equation. The ritual never succeeds as intended. Instead, the soul is cast beyond the Gate, and the alchemist stands before The Truth: a reflection of the universe that reveals everything and takes an equal price in return.

To survive this encounter and return to the material world is to be irreversibly changed. The cost varies — a limb, an eye, one's voice..

Those who have seen the Truth may take the Feat: Awakened, as they come to intimately understand the movement of the All encompassing existence. Your own transmutations are only one facet of the ebb and flow that makes up the whole.

Feat: Awakened

You have seen the Truth. You can choose to add your Intelligence modifier to any alchemical damage dealt. You also gain advantage on any Intelligence (arcana) checks made regarding alchemy.

Such knowledge comes with a price. Roll on the Price of the Gate table to balance the scales for your hubris. The lasting effects of your loss is to be decided by the DM (e.g. a switch in alignment, no physical sensation requires a medicine check to gauge HP, disadvantage on perception checks, etc.)

Clap Transmutation

You may use this knowledge to perform transmutation without drawing a transmutation circle. This allows you to ignore the time it takes to draw the circle in combat. You can transmute objects within a 1 foot radius of yourself. At 7th level the radius extends to 5 feet and at 12th level it extends to 10 feet.

Human Philosopher's Stone

You can conceptualize yourself as a philosopher's stone containing one soul. When you perform a transmutation, you may access your life force in the form of alchemical energy. When doing so, you may ignore the laws of equivalent exchange at the DM's discretion and your maximum hit points is permanently reduced by an amount equal to the number of Alchemy Points expended.

d8	The Price of the Gate
1	Alignment (decided by DM)
2	Internal Organs
3	Sight
4	Voice
5	Hearing
6	Physical Sensation
7	Arm
8	Leg

Practice Safe Homebrewing

- *Thank you to Wizards of the Coast for creating D&D.*
- *Thank you to GM Binder for providing the tool used for making the class.*
- *Thank you to Lojokid02 from Reddit, who provided the impetus for the completed work.*
  - *https://docdro.id/XONNTbr*
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  - *https://www.deviantart.com/greenmapple17*
- *Thank you to aligerouswayfarer for the art used in the The Gate.*
  - *https://www.deviantart.com/aligerouswayfarer*
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  - *https://olddungeonmaster.com/2016/12/02/dd-5e-metals/*
- *Thank you to me for drawing the penguin instead of Isaac McDougal.*
  - *https://editor.gmbinder.com/documents/edit/-OcCpWrHqGjdPnAvL2e0*
- *Thank you to Hiromu Arakawa for creating the Full Metal Alchemist manga.*

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Patch Notes v2

- *Changed Perfect Symmetry from a bonus action or reaction to solely a reaction*
- *Changed the Sewing-Life Discipline from creating chimeras out of beasts up to a total CR to creating them out of beasts each of a set CR*
- *Changed Study of the Living from intelligence modifier to a number of creatures equal to proficiency bonus*
- *Adjusted The Masterpiece of Flesh to make more sense*
- *Added the Human Transmutation formula*
- *Removed all mention of Discipline Transmutation Formulas to lessen confusion*
- *Changed Remote Circles under Flow of the Dragon's Pulse to take one action for drawing/activating a transmutation circle*
- *Added the requisite points for "casting" spells to each table*
- *Removed Alchemical Surge from the Class Table*
- *Added Circle Inscription as a 2nd level Class Feature*
- *Added Class Name to Class Table*
- *Added a specified range & boundary to tranmutations under Transmutation*
- *Elaborated on Transmutation Formulas, adding examples as necessary to guide limitations.*
- *Adjusted Transmutation Formulas to explain cost separately from description*
- *Drew and added a custom Chimera stat sheet yw*
- *Removed Beast restriction from Sewing-Life Discipline to allow for study of any creature.*
- *Introduced a function for saving research documents on studied creatures.*
- *Added the Transmutation Formula Medicinal Alchemy*
- *Reorganized Transmutation Formulas based on what doesn't ruin the page per paragraph size.*
- *Retexured Alphonse & Blackjack.*
- *Added the Discipline of Thermodynamics right in the middle and realigned everything following because I like pain.*

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